# IT 140 Design Document Template

## Instructions

Fill out the sections below. Be sure to remove the bracketed text before submitting your Design Document.

William Paddock

## Storyboard (Description and Map)

Wellcome to Greyhalk, and the tomb of horrors, you're responsible for making it out of this tomb before running into the horrors of the Cthulhu. Deep in the crypt, there lies the ancient sigils of summoning. Having tested these sigals and succeeded; you're now the sole survivor left, after the rest were killed. You need to now collect the various items from the rooms in order to make a new banishing sigal and hopefully it will work.

Rooms: Start room - sigal summoning room.

Lab - room for research; sample of organisms grown on sigals.

Meeting Room - Group room - Research notes of summoning

personal\_room - Kira lab assistant - Personal notes on what went wrong

personal\_room - Bruce lab technician - lab id badge for first door unlock

personal\_room - Koal lab lead - vehicle keys

staff\_querters - yours - staff crew - sandwich/ rye with tuna

lounge - recreation and living room - villan

armory/storage - room for guns/storage; more of a storage room than an armory, handgun

kitchen - food prep - acid for main door security bolt lock

garage - crystals in trunk to power the sigal

Villain: Cthulhu, progenitor of insanity, meet villain proceed to die.

## Pseudocode or Flowchart for Code to “Move Between Rooms”

WHILE not dead:

PRINT rooms -> connected rooms keymap

PRINT additional menu keymap

WAIT for user input

IF input == ‘Give up’’:

PRINT Giving up;

SYS EXIT

IF input == storage && person has keycard:

UPDATE PERSON.room => storage

IF not person.item[“storage”]

PUT person.item update storage: ”handgun”

ELSE IF input == garage && person has acid:

UPDATE person.room => garage

IF not person.item[“garage”]

PUT person.item update garage: “Crypstal”

ELSE IF input in [storage, garage]:

PRINT door is locked try again

ELSE:

UPDATE person.room => new\_room

IF not person.item[new\_room]:

PUT person.item update item

## Pseudocode or Flowchart for Code to “Get an Item”

WHILE not dead:

PRINT rooms -> connected rooms keymap

PRINT additional menu keymap

WAIT for user input

IF input == ‘Give up’’:

PRINT Giving up;

SYS EXIT

IF input == storage && person has keycard:

UPDATE PERSON.room => storage

IF not person.item[“storage”]

PUT person.item update storage: ”handgun”

ELSE IF input == garage && person has acid:

UPDATE person.room => garage

IF not person.item[“garage”]

PUT person.item update garage: “Crypstal”

ELSE IF input in [storage, garage]:

PRINT door is locked try again

ELSE:

UPDATE person.room => new\_room

IF not person.item[new\_room]:

PUT person.item update item